

DCS AI SF Team Mission/Script

End User Manual

Compatible with DCS World + MOOSE Framework

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Each Landing Zone (LZ1–LZ5) requires two late-activated helicopter groups in the Mission Editor: one for deployment (insertion) and one for recovery (extraction). These must be named exactly as shown below.

To integrate SOF_Insert.lua into your own mission, you must prepare helicopter templates and ensure naming conventions are followed. This section describes the requirements for Mission Editor setup.

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1. Introduction

The SF_Insert.lua script provides a dynamic and immersive way to deploy, control, and recover Special Forces (SF) teams during DCS missions. It adds marker-driven insertion, on-demand reconnaissance, persistent team states, JTAC lasing, SRS voice cues, and a structured F10 menu for players.

2. What It Does

At its core, the script simulates helicopter-borne Special Forces missions. Players or mission hosts can mark Landing Zones (LZ1–LZ5) on the F10 map. Helicopters launch, insert teams, and return to base automatically. Teams can conduct reconnaissance, detect nearby threats, request extraction, or lase targets for precision strikes. Extraction helicopters can be called via the F10 menu, completing the mission cycle.

Key features include:

- Marker-driven SF team deployment.
- Automatic helicopter insertion and extraction with RTB and auto-despawn.
- Persistent team saving/restoration between sessions.
- F10 menu with Team Status, Commander Status, Recce, Extract, Abort, and Despawn options.
- On-demand reconnaissance and threat detection alerts.
- Optional JTAC lasing (hidden, immortal unit with auto-retargeting).
- SRS integration for spoken distance/bearing and SITREPs.

3. Requirements & Installation

Requirements:

- DCS World mission environment.
- MOOSE framework loaded BEFORE this script.
- Late-activated helicopter templates named exactly 'SF_HELO_LZ1..5' and 'SF_REC_LZ1..5'.

Installation steps:

Place the .miz file in a suitable location, load DCS and run the mission. For users who wish to inject the script into their own mission, see end of doc for ME requirements. Persistence saves by default will go into Saved Games/Missions/Saves – You can change this by editing the script.

4. How to Use (Player Guide)

Deploying Teams

1. Place an F10 map marker named 'LZ1' to 'LZ5'. (not case sensitive)
2. A helicopter launches, lands, and inserts an SF team.
3. The helicopter automatically returns to base and despawns.

Reconnaissance (Recce)

- Use F10 → SF Missions → SF Teams → (LZx) → Threats to see nearby enemies.
- Teams auto-monitor for targets within 5 km.

Threat Alerts

- Warning at 750 m: message and SRS callout.
- Urgent alert at 500 m: immediate extraction requested.

Extraction

- Use F10 → SF Missions → SF Teams → (LZx) → Extract.
- A recovery helo spawns, flies to the team, and extracts them.
- Automatic smoke/flare cues mark the pickup point.
- Extracted teams are removed, and helo RTBs and despawns.

Lasing

- Use F10 → SF Missions → SF Teams → (LZx) → Lase Closest Target.
- Hidden JTAC spawns and lases nearest enemy (default code 1688).
- Script shifts laser automatically as targets are destroyed.
- Use 'Stop Lasing' to end JTAC activity.

Aborting/Despawning

- Abort insertion via F10 → Mission → Abort Deployment.
- Hard despawn recovery or insert helicopters via Mission → Despawn.

5. F10 Menu Structure

- Root: SF Missions
- └─ SF Teams → SF1..SF5
 - • Threats (Recce)
 - • Lase Closest Target
 - • Stop Lasing
 - • Extract
 - • Abort Insertion
 - • Refresh
- └─ Team Status
- └─ Commander Status
- └─ Mission
 - • Deployment Info
 - • Refresh
 - • Abort Deployment → LZ1..LZ5 / Abort All
 - • Extract All
 - • Despawn → Deploy / Recovery

6. Quick Reference Checklist

- Deploy team: Place F10 mark 'LZ1..LZ5'.
- Check threats: F10 → SF Missions → SF Teams → Threats.
- Extract team: F10 → SF Missions → SF Teams → Extract.
- Lase target: F10 → SF Missions → SF Teams → Lase Closest Target.
- Abort insert: F10 → SF Missions → Mission → Abort Deployment.
- Despawn: F10 → SF Missions → Mission → Despawn.

7. Troubleshooting

- MOOSE not detected: Ensure MOOSE.lua loads first.
- No helicopters: Check template names (SF_HELO_LZx, SF_REC_LZx) and set Late Activated.
- Persistence not restoring: Script file must start with 'SF_'.
- No SRS voice: Ensure CSAR/SRS integration is active.
- Lasing not working: Enable LASER_ENABLED and ensure enemies are within 3 km.

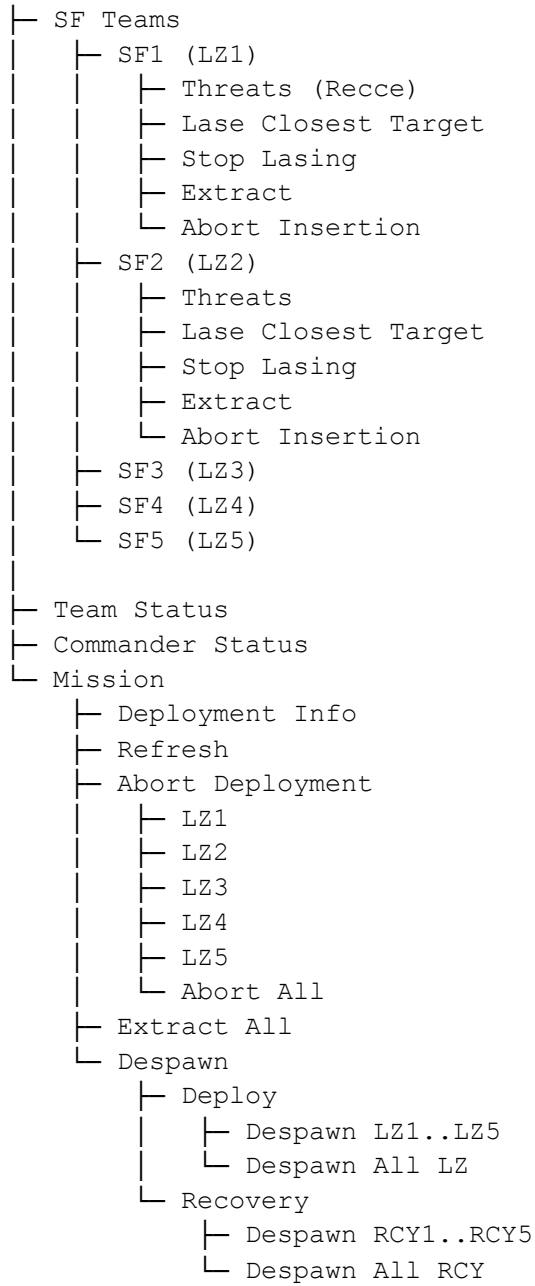
8. Version Notes

- v2.9.5 – Static menu builder retained; filename rule for persistence emphasized.
- v2.9.3 – Dynamic F10 menus (filtered to deployed LZs / active insertions).
- v2.9.2 – Consistent bearing/distance formatting.
- v2.9.1 – JTAC hidden, passive, immortal; flare bug fixed.

Appendix A – F10 Menu Tree Diagram

The following diagram illustrates the structure of the F10 menu created by the script:

SF Missions



Purpose	Template Group Name	Notes
Deployment Helo LZ1	SF_HELO_LZ1	Late activated; transport helicopter; blue coalition
Deployment Helo LZ2	SF_HELO_LZ2	Late activated; transport helicopter; blue coalition
Deployment Helo LZ3	SF_HELO_LZ3	Late activated; transport helicopter; blue coalition
Deployment Helo LZ4	SF_HELO_LZ4	Late activated; transport helicopter; blue coalition
Deployment Helo LZ5	SF_HELO_LZ5	Late activated; transport helicopter; blue coalition
Recovery Helo LZ1	SF_REC_LZ1	Late activated; transport helicopter; blue coalition
Recovery Helo LZ2	SF_REC_LZ2	Late activated; transport helicopter; blue coalition
Recovery Helo LZ3	SF_REC_LZ3	Late activated; transport helicopter; blue coalition
Recovery Helo LZ4	SF_REC_LZ4	Late activated; transport helicopter; blue coalition
Recovery Helo LZ5	SF_REC_LZ5	Late activated; transport helicopter; blue coalition

Additional Notes:

- All template helicopters should be set to 'Late Activated'.
- Aircraft type can be any transport-capable helicopter (UH-60, UH-1H, Mi-8, etc.).
- Ensure templates are placed at a suitable friendly airbase (matching AIRBASE_NAME in the script).
- The script automatically handles routing, landing, and RTB once the template spawns.
- Do not add waypoints or tasks beyond the initial placement – the script overrides their AI.